

<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
USPT	l23 and point\$ and border	13	<a href="#">L24</a>
USPT	l22 and area and shape and tile	48	<a href="#">L23</a>
USPT	mesh and til\$ and warp and edge	177	<a href="#">L22</a>
USPT	finite-mesh and tile\$ and warp and edge and outline	0	<a href="#">L21</a>
USPT	Delaunay and triangu\$ and angle and right and tile and normal and vector	3	<a href="#">L20</a>
USPT	l18 and artistic and outlines	6	<a href="#">L19</a>
USPT	Celtic	70	<a href="#">L18</a>
USPT	Celtic and knotwork	0	<a href="#">L17</a>
USPT	Celtic and knotwork	0	<a href="#">L16</a>
USPT	Celtic and knotwork and design and artistic	0	<a href="#">L15</a>
USPT	rope and segment and (345/\$.ccls.)	8	<a href="#">L14</a>
USPT	l12 and computer adj graphic	0	<a href="#">L13</a>
USPT	pattern and artistic and rope	21	<a href="#">L12</a>
USPT	artistic and rope and knotwork	0	<a href="#">L11</a>
USPT	artistic and design and rope and knotwork	0	<a href="#">L10</a>
USPT	computer and graphic and design and rope and knot	2	<a href="#">L9</a>
USPT	design and tile\$ and rope and knot	11	<a href="#">L8</a>
USPT	l2 and border and point\$ and distance and edge\$	3	<a href="#">L7</a>
USPT	l2 and rope	0	<a href="#">L6</a>
USPT	l2 and tile\$	3	<a href="#">L5</a>
USPT	l2 and tile\$ and warp\$	0	<a href="#">L4</a>
USPT	l2 and tile\$ and warp\$ and mesh	0	<a href="#">L3</a>
USPT	l1 and outline and font and generat\$	45	<a href="#">L2</a>
USPT	((345/467 )!.CCLS. )	132	<a href="#">L1</a>

<u>DB Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
USPT	((345/\$)!.CCLS.) and rope	26	<u>L9</u>
USPT	l6 and rope	0	<u>L8</u>
USPT	l6 and rope and segment	0	<u>L7</u>
USPT	((345/144 )!.CCLS. )	85	<u>L6</u>
USPT	l2 and warp\$ and tile	1	<u>L5</u>
USPT	l2 and warp and mesh and tile and shape and edge	1	<u>L4</u>
USPT	((345/348 )!.CCLS. )	521	<u>L3</u>
USPT	l1 and mesh and tile and warp and edge	1	<u>L2</u>
USPT	((345/433 )!.CCLS. )	556	<u>L1</u>